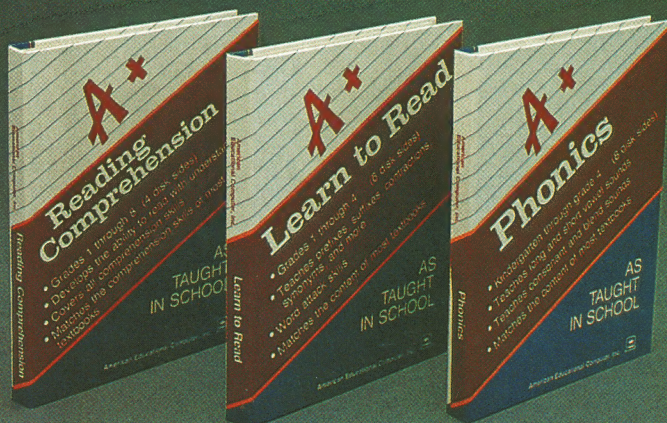# A +

How to get better grades at any age

A catalog of educational software

AMERICAN EDUCATIONAL COMPUTER

Help Your Child Get Better Grades

The focus of all AEC software is on learning, not fun and games. There are no spaceships to shoot down or dragons to slay. There ARE lessons to learn and exercises to practice, leading to better grades.

PHONICS
- Kindergarten through grade 4
- Long and short vowel sounds
- Consonant and blend sounds

LEARN TO READ
- Grades 1 through 4
- Prefixes, suffixes, contractions, synonyms, and more
- Word attack skills

READING COMPREHENSION
- Grades 1 through 8 (4 disk sides)
- Develops the ability to read with understanding
- Covers all comprehension skills

Bring Home The Importance Of Education

Get involved in the learning process. With most AEC programs you can type in customized lessons directly related to what your child is being taught in school.
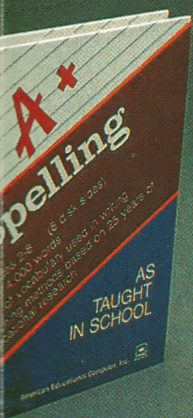
EXCEL-A-READ

Reading
Speed &
Comprehension
Skills
Improvement
Program

American Educational Computer, Inc.

SPELLING

- Grades 2-8
- Over 4,000 words
- 98% of vocabulary used in writing
- 5 learning activities from which to choose

EXCEL-A-READ

- Ages 10 through adult
- Determine your reading rate in words per minute
- Increase your reading speed and comprehension
- 60 different reading selections from which to choose

Curriculum Based

You can be sure that what your child is studying on AEC software relates directly to what is being taught in school.

VOCABULARY
- Grades 4 and up
- Synonyms, antonyms, homonyms and more
- Increases vocabulary

GRAMMAR
- Grades 4 and up
- Sharpens grammar skills
- Teaches good English usage

WORLD GEOGRAPHY
- Grade 8 and up
- Teaches facts and information about continents, countries, capitals, cities, waterways, and oceans

U.S. GEOGRAPHY
- Grade 5 and up
- Teaches facts and information about U.S. cities, states, climates, landmarks, and waterways

U.S. GOVERNMENT
- Grade 10 through college
- Reviews the U.S. constitution, structure of federal, state and local governments, politics, and important laws

Games Vs. Instructional Software – Your Choice

There are two types of software you can use with your child:

Instructional Software From AEC

- Content related directly to the subjects taught in school

- Lessons written by professional educators

- Teaching methods that are based on what is being taught in the classroom and that have been proven to work

- Content related to major textbooks and grade level oriented

Arcade-Game Style Software

- Content that reinforces non-subject-area topics such as logical thinking or planning strategies to win games

- Lessons written by non-educators, usually computer programmers

- Usually no apparent teaching strategy; the user plays some sort of a game and incidentally may learn something

- Content may be loosely related to school work, but generally selected by non-educators and is not related to textbook content

FRENCH

- Teaches English to French translation
- Includes 98% of the standard vocabulary used in French textbooks
- Can be used in conjunction with any French I course

SPANISH

- Teaches English to Spanish translation
- Includes 98% of the standard vocabulary used in Spanish textbooks
- Can be used in conjunction with any Spanish I course

SCIENCE

- Grades 3 through 8 – three separate packages for grades 3&4, 5&6, and 7&8
- Covers life, earth/space, and physical sciences
- Can be used in conjunction with any elementary science program

U.S. HISTORY

- Grade 5 and up
- Teaches important dates, facts and events in U.S. history

WORLD HISTORY

- Grade 8 and up
- Teaches important dates, facts and events in world history

BIOLOGY

- For introductory biology, grade 10 and up
- Teaches the difficult new vocabulary introduced in biology

MICRO-SPELL

- Grades 2 through 8
- Educational software used in schools to teach spelling
- Five different learning activities available to learn proper spelling

MICRO-READ

- Grades 1 through 8
- Educational software used in schools to enrich reading instruction
- Students hear instructions and modeling of sounds in natural speech in many lessons
- 73 disk sides

Matchmaker Series

User's Guide

CONTENTS

OVERVIEW

MATCHMAKER is a new way to sharpen academic skills and to provide an enriching learning experience at home. MATCHMAKER goes beyond traditional "pencil and paper" learning. MATCHMAKER gives instant feedback, personalized attention, and motivating computer graphics — things no schoolbook can provide. It's like having a friendly private tutor at home who really makes learning fun.

With MATCHMAKER, learning is no longer confined to the classroom. Basic skills in 11 subject areas can now be learned at home. Each program is based on the principle of matching words and phrases. The unique features of each program are described in the next section.

Each program contains 35 to 38 lessons, which can be selected in any order. And every MATCHMAKER program has space for the user to create new learning activities. No previous computer experience is necessary — all you need is your imagination.

There are three types of question formats: True/False, multiple choice, and fill-in-the-blank, which requires the student to type an answer that completes a statement. The type of question format varies from title to title. Some titles may have only one type of question format. (e.g., Spanish is fill-in-the-blank only.)

THE MATCHMAKER SERIES

The 11 programs in the MATCHMAKER series provide an exciting new way to learn facts and skills in a broad range of subjects.

GRAMMAR sharpens skills and helps to undo bad habits. Covering sentence structure, punctuation, parts of speech, comparisons, tenses, and more, it reinforces and expands good usage.

VOCABULARY stresses word meaning and recognition in context and improving vocabulary for speaking, writing, reading, and spelling. Subjects covered include homonyms, synonyms, homographs, prefixes, suffixes, similes, metaphors, and words often confused.

Two MATCHMAKER programs develop vocabulary skills in other languages: FRENCH and SPANISH strengthen usage and understanding and cover words and phrases, basic vocabulary sentences, idioms, and more.

Knowledge of the United States and the rest of the world is expanded by MATCHMAKER social studies programs. U.S. GEOGRAPHY and WORLD GEOGRAPHY provide practice on facts about nations and states, oceans and continents, cities, capitals, mountains, rivers, and more.

U.S. HISTORY and WORLD HISTORY improve understanding of historical events by reinforcing facts about famous leaders, battles, treaties, and other important factors that shaped present-day civilization.

Our country's democratic institutions are covered in U.S. GOVERNMENT, including the executive, legislative, and judiciary branches and other civics subjects.

ELEMENTARY SCIENCE, Grades 3–8, covers a wide range of scientific facts in life, earth/space, and physical sciences.

Finally, BIOLOGY provides a unique study approach to basic material in the life sciences.

OPERATING INSTRUCTIONS

The MATCHMAKER programs are easy to use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive as described in the section "Loading Instructions," page 8. (You may have noticed that your MATCHMAKER disk does not have a "Write Protection" tab covering the notch on the disk envelope. Please DO NOT add any write protection devices, as the program will not function properly if it is write protected.)

2. After the screen displays the program title, you will be asked your name. Type your first name and press the *RETURN* key.

3. A list of numbered titles will appear. This is the program menu. Type the lesson number you want and press the *RETURN* key. The titles are abbreviated to 8 characters maximum length. See page 11 for a listing of all MATCHMAKER lesson titles.

4. The first lesson item will be displayed. Select your answer and type an appropriate answer for the type of question asked, such as: T or F, the multiple choice letter, or the missing word(s). If your choice

is correct the letter or word(s), will appear in the appropriate answer space. If your choice is incorrect, the number of "guesses" remaining will decrease by one, and you may try again (if you are allowed more than one guess).

Note: If a numerical answer is required, enter the answer as a word rather than as a numeral (i.e., "three" not "3").

5. If you are allowed more than one guess, continue selecting letters until the answer is complete. Once you've correctly identified the answer, the next lesson item will appear on the screen and the bar graph on the right will record your score.

    If you can't identify the answer and your guesses have run out, the computer will display the correct answer. Press the *RETURN* or *ENTER* key to continue.

6. If you want to leave a lesson before it is completed, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the appropriate key for your computer:

APPLE II:	ESC key
ATARI:	RETURN key
COMMODORE:	f1 key
IBM/MS DOS	ESC key
TRS-80:	CLEAR key

7. When you have completed all 10 items in a lesson, your total score will be displayed. If you have scored fewer than 7 correct answers, the lesson will be repeated. You can try again to reach the mastery level of at least 7 correct answers.

HOW TO PLAY THE REWARD GAME

When you have completed a lesson, you will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed.

   The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls. (Directions for moving the cursor are given at the end of these game instructions.)

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive bonus points. The number of points added and subtracted is listed at the bottom of the maze.

If your computer has a joystick, play the game by connecting the joystick to port #1. (Use port #2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move use these keys	UP	DOWN	RIGHT	LEFT
Apple II	A	Z	→	←
Atari	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←
TRS-80	↑	↓	→	←

CREATING YOUR OWN LESSONS

Each MATCHMAKER disk has room for the user to create up to ten new lessons using material of your choice. The lessons will operate just like the ones already on your disk—the student will even get the reward game when two user-created lessons have been passed at the mastery level you set.

To access the MATCHMAKER "Editor" used for creating and changing your own lessons, begin by loading your MATCHMAKER disk as usual. When asked for your name, *press RETURN instead of typing your name.* A menu will be displayed to guide your choices.

CREATE/EDIT Option

The CREATE/EDIT option will permit you to create new lessons or modify those lessons you have already entered.

For most computers, the MATCHMAKER disk has helpful information already stored in the user-programmable lessons. In the spaces where you will enter your lesson material, there are "helpers," like *"TYPE YOUR FIRST QUESTION HERE,"* and *"TYPE YOUR FIRST ANSWER HERE."* You will make your first home lessons by editing these sample lessons. Your lesson material will take the place of the sample information.

Most user-created lessons are designed to have questions or statements up to four lines long, with much shorter answers which are hidden from the student. When a lesson takes this form, it is called a "Dictionary" style lesson. For example, one Dictionary style question could be the following:

The longest river in the world, which flows
through the African continent is the _____ .

The program will tell you how long your question and answer may be, and give you instructions for how to enter them into the lesson. Letters and most symbols may be used in entering the questions and answers.

The GRAMMAR and VOCABULARY programs also offer another kind of lesson, called a "Phrasebook" style lesson. It permits you to enter two short categories, one of which can be hidden from the student. An example of a Phrasebook lesson would be matching present tense and past tense of verbs—the student sees the present tense of the word and is asked to give the past tense. Or you could choose to let the student see the past tense of the word and name the present tense. When you are creating a new lesson, the program may ask you *"Is this a Phrasebook lesson?"* If so, you have the option of creating a Phrasebook lesson if you choose to. Using present tense and past tense as an example, one question could look like this:

PRESENT TENSE: Bring
PAST TENSE: Brought *(This category hidden)*

For both Dictionary and Phrasebook lessons, just follow the instructions which are given on the screen—they make it simple to create and edit your own lessons!

The Apple and Commodore versions of MATCHMAKER have some Dictionary and some Phrasebook style "home" lessons which

have already been designed in these formats. These are labeled on the menu with either a 'D' or a 'P.' If you want to change a Dictionary style lesson to a Phrasebook lesson, or vice versa, you must first ERASE the lesson. Then you can use the CREATE/EDIT mode to re-create the lesson in either format. The program will ask you, "Is this a Phrasebook lesson? (Y/N)." By responding Y or N, you can determine which style of lesson you want to create. Then you can continue to follow the simple screen instructions to create your new lesson.

The Atari version of MATCHMAKER has some Dictionary and some Phrasebook style "home" lessons which are fixed. You cannot change these lessons from one type to another in this version, but an adequate sampling of each format has been provided.

The IBM and TRS-80 Color Computer versions of MATCH-MAKER do not offer the Phrasebook style lesson as an option.

EDIT DEFAULTS Option

The EDIT DEFAULTS option permits you to set the rules for how many guesses will be permitted for each question in your user-created lesson, and how many questions must be answered correctly for the student to pass the lesson.

You will be asked to make these decisions:

1. How many misses per word?
2. % correct to successfully complete lesson?

Follow the screen instructions to set or change these values.

CHANGE LESSON NAME Option

The CHANGE LESSON NAME option will allow you to give your user-created lessons names which will appear in the lesson menu. This option can also be used to change the name of a user-created lesson.

ERASE Option

The ERASE option is used to erase a user-created lesson. You will be asked to identify the number of the lesson you want to erase, then verify your choice.

LOADING INSTRUCTIONS

Apple II, Apple II +, Apple IIe, and Apple IIc*

System requirements: One of the computers above with a minimum of 48k memory, a disk drive, and color monitor:

1. Insert the MATCHMAKER disk into the drive.

2. Turn on the monitor and computer.

Atari 800, 800XL, 1200XL, 130XE

System requirements: One of the computers above with a minimum of 48k memory (800 and 1200XL require BASIC Cartridge #CXL4002), a disk drive, and color monitor.

1. Turn on the monitor and disk drive.

2. After the "busy" light on your disk drive has gone out, place the MATCHMAKER disk into the disk drive.

3. Turn the computer on.

Note: When using 800XL and 130XE computers, the disk may start to boot, then stop, showing a cursor at the top left corner of the screen. At this point, press *RETURN* twice, and the program will resume normal loading.

*DOS 3.3 Developer's System Master © Apple 1980, 1981

Commodore 64/128

System requirements: Commodore 64 computer, a disk drive, and a color monitor. For Commodore 128 users, put computer into mode 64.

1. Place the MATCHMAKER disk into the disk drive.

2. Turn on the computer, monitor, and disk drive.

3. When *READY* appears on the screen, type *LOAD "MM", 8* and press *RETURN*.

4. When *READY* appears on the screen, type *RUN* and press *RETURN*.

IBM PC, XT and PCjr

System requirements: An IBM PC, XT or PCjr with at least 128K of memory, a color card, a color monitor, and IBM DOS 2.0, 2.1, or 3.0. IBM PCjr requires Cartridge BASIC. MS DOS compatible computers require in excess of 128K of memory.

1. Boot your IBM DOS diskette in the disk drive (drive A for a two-drive system) by inserting the IBM DOS disk in the drive and turning the computer on. If your system is already on, you can reboot by simultaneously pressing the *CTRL-ALT-DEL* keys. Enter the Date and Time or press the ⏎ key twice to get an A .prompt.

2. **PCjr:**
   If you are using a PCjr you do not need to copy BASIC to the MATCHMAKER disk. Skip STEP 2 instructions for PC and XT users and go to STEP 3.

   PC or XT:
   The first time you run a MATCHMAKER program you must copy the BASIC.COM file from your IBM system DOS diskette to the MATCHMAKER program diskette in the following way:

   FOR A TWO-DRIVE SYSTEM:
   With the IBM DOS diskette in Drive A, place the MATCH-MAKER diskette into Drive B and type *COPY BASIC.COM B:* and press the ⏎ key.

   FOR A ONE-DRIVE SYSTEM:
   With the IBM DOS diskette in the disk drive, type *COPY BASIC.COM B:* and press the ⏎ key. At the prompt "Insert the diskette for Drive B:", remove the DOS disk, insert the MATCH-MAKER diskette, and press the ⏎ key.

   If the screen shows "1 FILE(S) COPIED," your disk has been prepared correctly; otherwise restart the preparation procedure.

3. In order to begin MATCHMAKER, insert the MATCHMAKER diskette into the disk drive (drive A on a two-drive system), type *MATCH* and press the ⏎ key. If your one-drive system asks you to "Insert the disk for Drive A," just hit the ⏎ key.

American Educational Computer cannot guarantee that the MATCHMAKER program will be functional on all IBM compatible computers.

TRS-80 Color 1 and 2 Computer

System requirements: A TRS-80 Color computer, a disk drive, and color TV.

1. Turn on the TV, disk drive, and the computer.

2. Place the MATCHMAKER disk in the drive.

3. TYPE *PCLEAR6* and press the *ENTER* key.

4. When OK appears on the screen, type *RUN "BOOT* and press the *ENTER* key.

THE PRINTOUT OPTION

A printout option has been provided in the MATCHMAKER program. The printout will show the answers in the left column and the correct answers entered by the user in the right column. A blank space in the right column indicates an incorrect user response. Provided below is a list of computers with their recommended/compatible printers:

Atari: Atari 825, Epson FX-80, FX-100/any printer which is compatible with the Atari 850 interface module.

Commodore 64: Commodore 64 printer, VIC 1525 printer/any direct-connecting printer that does not use an RS-232 interface.

IBM: No printout option.

Apple: Epson FX-80, Epson FX-100, Okidata 82A/any Apple compatible printer.

LESSON TITLES

Grammar

1–Subjects
2–Predicates
3–Punctuation
4–Nouns: Name Person, Place or Thing
5–6–Nouns: Plural, Singular
7–8–Pronouns
9–Who/Whom
10–11–Verbs

12–16–Tense: Present, Past
17–18–Tense: Present, Past Participle
19–Lay/Lie
20–Roundup Review
21–Adjectives
22–Adverbs
23–Comparisons
24–Prepositions

25–Conjunctions
26–Emotions
27–Roundup: Review
28–Correct the Mistake
29–31–Commonly Misused Words
32–Roundup: Review
33–34–Abbreviations
35–Compound Words

Vocabulary

1–6–Homonyms
7–Roundup: Review
8–12–Synonyms
13–Roundup: Review
14–15–Homographs

16–20–Antonyms
21–24–Prefixes
25–Roundup: Review
26–29–Suffixes
30–Roundup: Review

31–32–Similes
33–Metaphors
34–35–Cautions: Commonly Misused Words

French

There are 35 FRENCH numbered lessons.

Spanish

There are 35 SPANISH numbered lessons.

U.S. Geography

1–7–Earth
8–9–New England States
10–12–Middle Atlantic States
13–The Great Lakes

14–16–Midwest
17–18–Appalachian States
19–21–Deep-South States
22–23–Great Plains
24–25–Southwest States

26–29–Rocky Mountain States
30–33–Pacific Coast States
34–Alaska
35–Hawaii

World Geography Facts

1–7–Geographic Terms
8–The British Isles
9–France and the Low Countries
10–Germany and Central Europe

11–The Nordic Countries
12–Mediterranean Countries
13–14–Eastern European Countries
15–U.S.S.R.

16–17–Middle East
18–Northern Africa
19–West Africa
20–Central Africa
21–East Africa

U.S. History

World History

U.S. Government

1–The Foundations of Government
2–The Colonial Experience
3–The Making of the Constitution
4–The Living Constitution
5–The Process of Federalism
6–Constitutional Guarantees
7–Rights and Liberties
8–Protecting the Accused
9–Law and Justice
10–The Rise of Political Parties
11–Party Function and Structure

12–Voting and Elections
13–Politics and Pressure Groups
14–The Structure of Congress
15–Powers of Congress
16–How Congress Functions
17–Bills, Resolutions and Laws
18–The Executive Branch
19–Electing a President
20–Powers of the Executive Branch
21–The Federal Bureaucracy
22–The Regulatory Agencies
23–Development of Foreign Policy

24–Foreign and Defense Policy
25–The United Nations
26–The Federal Court Structure
27–The Supreme Court
28–The Supreme Court at Work
29–State Constitutions
30–State Legislative Structure
31–State Legislatures in Action
32–The State Executive
33–The State Judiciary
34–Community Government
35–Financing Government

Elementary Science Facts, Grades 3–4

1–Inside Our Earth
2–The Changing Earth
3–The Changing Earth
4–Weathering and Erosion
5–Rocks and Minerals
6–Solar System— Overview
7–Solar System—Earth
8–The Moon 1
9–The Moon 2
10–Solar System—Inner Planets
11–Solar System—Outer Planets

12–The Sun
13–Beyond the Solar System
14–Weather 1
15–Weather 2
16–Water
17–Matter
18–Machines 1
19–Machines 2
20–Machines 3
21–Magnetism
22–Electricity
23–Computers
24–Heat

25–Light
26–Sound
27–Living Things
28–Cells
29–Plants 1
30–Plants 2
31–Animal Populations
32–Animal Habitats
33–Insects
34–The Food Chain
35–Life Cycles

Elementary Science Facts, Grades 5–6

1–Air Pressure and Storms
2–Weather 1
3–Weather 2
4–Weather 3— Precipitation

5–Weather 4—Wind
6–Erosion
7–The Changing Earth—Earthquakes
8–The Changing Earth—Volcanoes

9–The Earth's Layers
10–The Sun
11–The Moon 1
12–The Moon 2
13–Solar System—The Earth

Elementary Science Facts, Grades 7–8

Biology Facts

limited warranty

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The warranty is limited to the free replacement of product which is determined by AEC to be defective in materials or workmanship within 90 days of the retail purchase date. Defective product under warranty should be returned with proof of purchase and an explanation of the defect to the place of purchase for replacement.

customer agreement

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warranty registration card

Name_____ Purchase Date_____

Address_____

City, State & Zip_____

Product Name & Number_____

Computer Brand_____

Dealer_____

In order to help us serve you better, please provide the following information:

PURCHASER INFORMATION

☐ Male ☐ Female Age: ☐ under 20 ☐ 20–35 ☐ 36–50 ☐ 51 and above

USER INFORMATION   Number of Users_____

☐ Male ☐ Female Age: ☐ under 6   ☐ 6–12 ☐ 13–18 ☐ 19 and above

HOW DID YOU HEAR ABOUT THIS SOFTWARE?

☐ Recommended by friend   ☐ Recommended by teacher

☐ Recommended by dealer   ☐ Read advertisement in_____

What other educational software would you like us to develop?

_____

Customer Signature_____

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Cut along top edge of this envelope. Make sure contents
are not at the top edge.

TO STORE DISKETTES
Insert diskettes into the top side of this envelope.

Diskettes

Do Not Bend

American Educational Computer, Inc.

American Educational Computer, Inc

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